

FIG. 1
RELATED ART

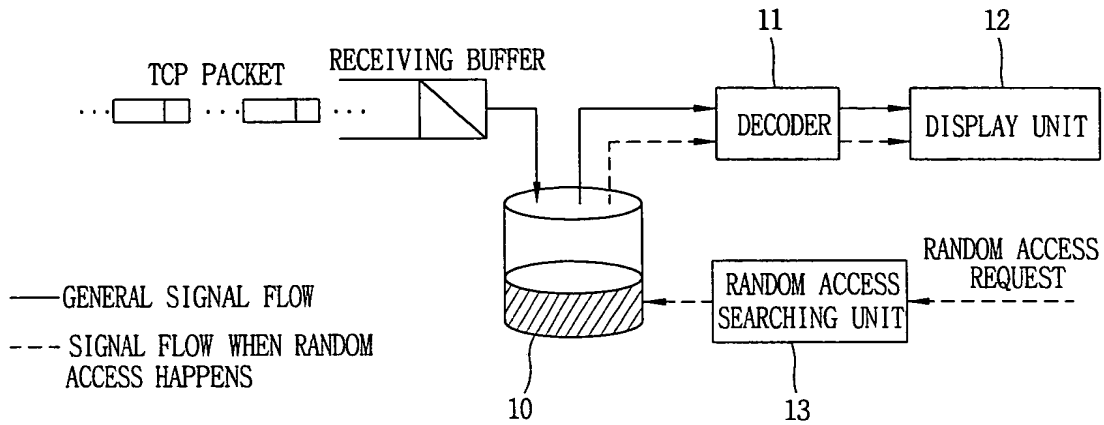


FIG. 2

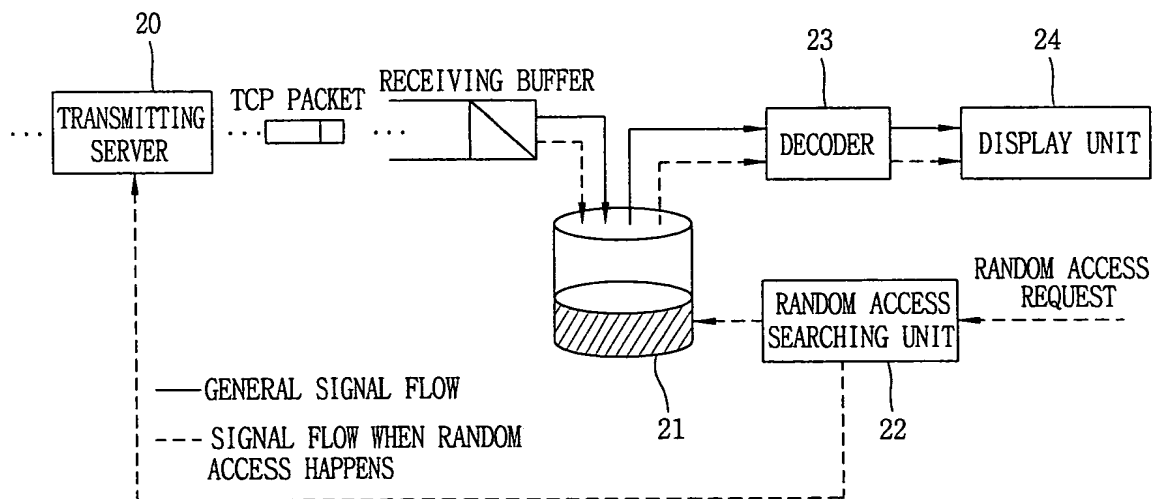


FIG. 3

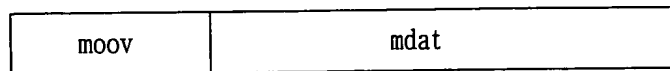


FIG. 4

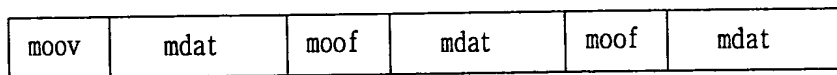
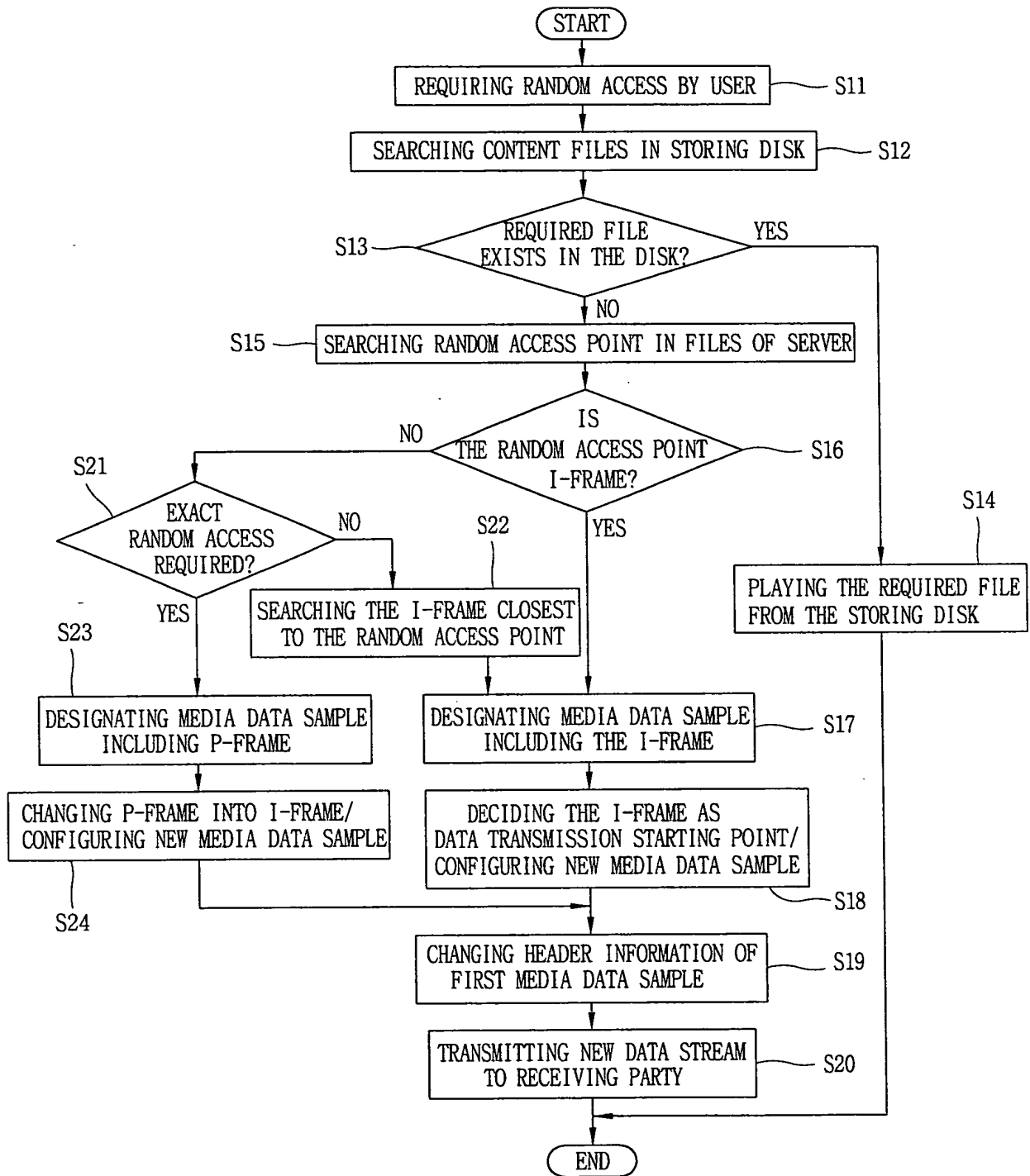


FIG. 5



The diagram shows two horizontal bars representing video frames. The top bar is divided into segments labeled 'moov' and 'moof'. A vertical dashed line marks the 'REQUIRED RANDOM ACCESS POINT' at the start of a 'moof' segment. The bottom bar is divided into segments labeled 'moov' and 'moof'. A vertical solid line marks the 'DATA TRANSMISSION STARTING POINT' at the start of the 'moov' segment. A legend indicates that a hatched box represents an 'I-FRAME'.

The diagram illustrates the process of changing a P-frame to an I-frame in a video stream. It shows a sequence of frames: 'moov', followed by several I-frames (represented by diagonal lines), then a P-frame (represented by a cross-hatch pattern), followed by more I-frames, another P-frame, and finally more I-frames. A vertical arrow points to the first P-frame, labeled 'REQUIRED RANDOM ACCESS POINT'. Below this, a box labeled 'CHANGING P-FRAME TO I-FRAME' is shown, with a dashed arrow pointing down to the same P-frame. At the bottom, another vertical arrow points to the same P-frame, labeled 'DATA TRANSMISSION STARTING POINT'. A legend on the left indicates that diagonal lines represent I-FRAMES and cross-hatch patterns represent P-FRAMES.